New policy could hit the 'street by early 2007'
MARINE CORPS HOLDS LOGISTICS MODERNIZATION WAR GAME TO TEST DOCTRINE

Marine Corps officials gathered last week to wargame a draft policy and doctrine document that could redefine as early as next year how the service supplies and maintains its forces during military operations.

The Deputy Commandant for Installations and Logistics' office wrapped up the five-day event, called "Logistics Modernization Initiative War Game 2007," on Nov. 3 at the Marine Corps Warfighting Laboratory in Quantico, VA, according to Lt. Col. Jeff Manning.

Manning, the Installations and Logistics Transition Task Force deputy director, managed the war game for the service's multiyear Logistics Modernization (LOGMOD) initiative, which seeks to improve the "lethality" of Marine Air-Ground Task Forces by integrating and simplifying methods and technologies for supplying deployed units, a LOGMOD fact sheet states.

The initiative, which was launched in 1998, is overseen by Deputy Commandant for Installations and Logistics Lt. Gen. Richard Kramlich.

The war game was the first ever conducted under the LOGMOD initiative, Manning told *Inside the Pentagon* in a Nov. 7 e-mail.

Officials conducted the event to help further define policy and doctrine on LOGMOD's "Logistics Operating Centers" concept, which seeks to restructure the way logistics support centers, like Marine Logistics Groups, at the battalion and higher levels are organized to meet warfighter needs during operations, Manning said.

"The results of the war game will articulate roles, responsibilities and relationships across the echelon of command within" the Marine Logistics Groups, he said.

The "Marine Corps logistics chain is presently designed primarily for garrison operations requiring Marines to learn new processes to support deployed operations," according to another LOGMOD fact sheet.

The Logistics Operating Centers construct attempts to integrate the capabilities of logistics commanders to meet operational needs faster, Manning said.

Under the concept, "we'll be organized the same whether we're at home station or when we're deployed so we can benefit from habitual relationships," he added.

The draft policy and doctrine for the centers also could create "direct and general support [for] subordinate units that are more responsive, adaptable and capable in meeting the demands of the global war on terrorism today and the asymmetric threat of the future," Manning said.

The Logistics Operating Centers construct "facilitates rapid and seamless task organization and deployment operations and strong habitual working relationships between supported and supporting units," he said.

During the war game, officials discussed how to use the logistics centers during a Marine expeditionary force-level offensive campaign from the pre-planning stage to deployment, he said.

Observations and findings from the war game are due by the end of this month and will be used to define the roles of various Logistics Operating Centers staff members and identify weaknesses and strengths in the concept, according to a Sept. 25 Marine Corps Warfighting Lab information paper on the event.

Officials will then incorporate the findings into draft policy and doctrine for presentation to the Logistics Senior Leadership Forum, Manning said.

"We could have the new policy on the street in early 2007," he said.

The policy would affect all logistics Marines and the Marine Air-Ground Task Forces they support, he added.

Officials conducted the war game because it "utilizes context (scenario driven environments) from which to analyze LOGMOD and more importantly assess effectiveness of LOGMOD toward its objectives and goals," Manning wrote. "We felt that now was the appropriate time to hold a war game because at this stage in LOGMOD we have validated as much as we can theoretically and now we must be able to translate roles and responsibilities to the Marines [who] must perform the actions."

Through the Logistics Operating Centers concept, the war game was used to vet several initiatives that comprise the LOGMOD effort, including:

• *Logistics Operational Architecture*, which defines the tasks, activities and communications between warfighting units and logistics units;

• *Logistics Command and Control*, which seeks to incorporate private-sector best practices to enhance the ability of logistics Marines to operate from locations like naval platforms over commercial telecommunications networks;

• *Marine Logistics Group Reorganization*, which seeks to transform larger service support groups into smaller, more agile units;

• *Realignment of Supply*, which enhances the effectiveness of units to order and monitor materials;

• *Realignment of Maintenance*, which is working toward developing a streamlined ground maintenance system capability with single process owners; and

• *MAGTF Distribution*, which seeks to facilitate a high operational tempo by synchronizing aspects of the chain to boost oversight and control over goods. -- *Rati Bishnoi*